

WARNING: PLEASE CAREFULLY READ THE SEPARATE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

AWARNING - Seizures

Some people (about 1 in 4000) may have selzures or black outs triggered by light liashes, or patterns, such as while watching TV or playing video games, even if they have never had a selzure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have ago of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleen
- 4. Play in a well-lit room.
- 5 Take a 10 to 15 minute break every hour

▲ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis. Carpal Tunnel Syndrome or skin irritation:

- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

▲ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make poselous sounds.

To avoid hattery leakage

- . Do not mly used and new hatteries (replace all batteries at the same time
- . Do not mix alkaling and carbon zinc batteria
- Do not mix different hands of hatters
- . Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become week, or the display screen may be blank. When this happens, promptly replace all used batteries with now batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- . Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- . Do not dispose of batteries in a fire.



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Nintendo'

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and enertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with Seal of Quality your Nintendo product.

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For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529 This may be a long distance call, so please ask permission from whomever pays the phone bill.

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds) Please have Visa or MasterCard ready

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change. TTY Game Play Assistance: 425-883-9714

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

You can visit our web site at www.nintendo.com for game play assistance. Rather talk with a game counselor?



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Hamtaro's Bad Dream



It was sunny and perfect for a nap! While sleeping, Hamtaro had a terrible dream. He dreamt that a hamster dressed in a devil costume appeared and caused all of his friends to start fighting. This hamster promised to ruin love everywhere!

Hamtaro woke to hear Boss calling for him. When Boss came upstairs, Hamtaro told Boss about his dream and what the hamster in the costume promised to do. Boss wondered if Hamtaro's dream contained a secret message about the future. But without another word about the dream, Boss said he needed Hamtaro to do him a favor and wanted to talk about it downstairs.

On the way downstairs, Hamtaro slipped and fell into a bucket of water, soaking his Ham-Ham Dictionary. Most of his Ham-Chat words were washed away! With very little sympathy, Boss told Hamtaro to learn from his mistakes. Then he said that Bijou had wandered off somewhere and he needed Hamtaro to go look for her.

Where is Bijou and how will Hamtaro find her? Who was that hamster in the devil costume and why did he want to ruin everyone's love for each other? What was the meaning of Hamtaro's dream?



CONTROLS



L Button

- Open the status screen (see pg. 24)
- Change the format of the Ham-Ham Dictionary

Control Pad

• Move the cursor Some cursor types:





- · Control Hamtaro
- Make Hamtaro and Bijou run (while pressing the B Button)



START

 Open and close Ham-Ham Dictionary (see pg. 18)

R Button

Open and close Ham-Ham Dictionary (see pg. 18)



A Button

- Open Ham-Chat window
 Confirm selections
- · Scroll text (when \ appears)

B Button

- · Close Ham-Chat window
- · Return to game screen
- · Cancel actions







SELECT

- Open and close status screen (see pg. 24)
- · Sort the Ham-Ham Dictionary





GETTING STARTE





Starting a New Game



Insert your Hamtaro Game Pak into your Game Boy® Advance and turn the power ON. The Game Boy® logo will appear, followed by the Hamtaro title screen. Select New, then press START or the A Button to begin your game.



Continuing a Game



Your progress is automatically saved. If you choose Continue on the title screen, you will begin playing from the place you were when the power was turned off.



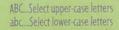
- . Only one game can be saved at a time
- Once a game is erased, it can never be restored
- If you choose New on the title screen, your old game and any Ham-Jam data that you've received will be erased. Be careful!



Entering a Name

You can change Hamtaro's and Bijou's names if you'd like. You can enter any name you want, up to seven characters long.

Use the * Control Pad to choose letters and press the A Button to confirm the selections. When you're finished, select OK.



»......Move cursor to the right «......Move cursor to the left

After you choose OK, you will be asked to confirm the names you have chosen. Choose either Yep-P (yes) or No-P (no) and press the A Button to confirm.







- Press the B Button to erase a single
- Press SELECT to switch between upper-case and lower-case menus.

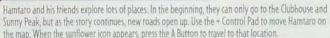


THE GAME SCREEN





Hamtaro's Hometown









Off to Sunny Peak



The first place to visit is Sunny Peak. Explore the countryside, talk with the hamsters you meet, and learn some new Ham-Chat words. Press the A Button to open the Ham-Chat window, select a Ham-Chat with the + Control Pad, then press the A Button to confirm your choice.

Use entrance/exit holes(see pg. 17) to return to the main map.





Welcome to the Clubhouse



There are many places you can get to from the Clubhouse. You also have many friends here who will give you helpful hints. Try talking to everyone.



ENTER THE NEW HAM-CHAT CONTEST TO WIN PRIZES.



Postie

Always eager to help, he'll take your contest entry card and deliver any prizes you win.



He will send you on errands and teach you some Ham-Chat words to help you along the way.



Snoozer

Wake this sleepy guy for some very important game hints and other information.



Harmony

She can sense Spat's location and point you in the right direction to find him.



Check out the Clubhouse



In the Clubhouse you can Ham-Jam in the Dance Hall, try on new outfits in the Photo Studio, and polish rocks in the Rubrub Room. There's even a room on the 2nd floor!

Dance Hall







2nd Floor



Rubrub Room











Say "hamha!" to Ham-Chat



Ham-Chat is the secret language that's popular among hamsters. Be sure to use it when talking to hamsters you meet. Sometimes they'll even teach you new Ham-Chat words. To begin with, you will memorize these four basic Ham-Chat words.



Hamha (Greet Others)

Greet other hamsters with this popular greeting.





Hif-hif (Sniff)

Hif-hif items to pick them up. You can also use hif-hif to sniff





Tack-Q (Roll)

Curl into a ball and roll into things using "tack-Q." Items sometimes fall out of trees if you roll into them.





Find buried treasure by digging in special areas of soft dirt. Use digdig over entrance/exit holes to leave an area and return to the main map.



Spinning Sunflower Icon

There are so many Ham-Chat words to learn. You'll know you've learned all the Ham-Chat in an area when you see a spinning sunflower icon above that area on the main map.





Entrance/ Exit Hole



Ham-Ham Dictionary

When you learn a new Ham-Chat, it's automatically recorded in your Ham-Ham Dictionary. You can call up your dictionary by pressing either START or the R Button on the game screen. Use the A Button to open your dictionary and check the meaning of the Ham-Chat words you've learned so far.





Up and down on the + Control Pad. ___Move the cursor
Left and right on the + Control Pad. ___Turn the pages
A Button. _____View the selected Ham-Chat animation
START / R Button. _____Close the Ham-Ham Dictionary
SELECT / L Button _____Sort the Ham-Chat display screen

You can display the Ham-Chat words you learned either in the order in which you

Lots of Ham-Chat Words

As you explore, talk to all the hamsters you meet. They'll teach you new Ham-Chat words and give you game hints, too!



Mystery Ham-Chat

Sometimes, a question mark may appear in the Ham-Chat window. It means that you haven't learned the Ham-Chat you need yet. Get another hamster to teach you the word, then try again.



THE HAM-HAMS



Bijou

I promise to protect love for all hamsters-with help from

I'm into big adventures and learning lots of Ham-Chat words!

Hamtaro



Hamtaro, of course!

Snoozer

I've got some...zzz...zzz hints for you...zzz



Boss

I'll stay here and finish the new Clubhouse! I'm countin' on your help to tind 8 ou Hamfaro



Postie

If you have a delivery I'm your ham! I'll get it there safely and quickly



Oxnard

Without Pepper by my side I'm a mess!



Pepper

I love to gives pile with Oxnard



Seamore

Water won't stop me! I'm an aquar riacrubati



Barrette

I'm Seam one's assistant in the Photo Studio



Penelope

Donnée Connée



Pashmina

This scarf is my treasure Please don't pull on it.



Panda

Some things need repairing and some hamsters were born to repair them



Broski

The ocean's the only place for me! I love it, dude!



Sandy

Fun Land with Maxwell and my brother? Sounds like a great day to me!



Stan

We're here to have fun, right? Now...where are the girls?



Seedric

I...um...I'm just nuts about acorns!



Elder Ham

Are you here to listen to one of my stories?



Howdy

I need to find a brize for Pashmina!



Jingle

The stars...the sun...the rain what was supposed to do again?



Cappy

I'm on the lookout for some cool headgear!



Dexter

My plan to obtain the prize for Pashmina is perfect



Maxwell

I'm sorry, I was lost in this book. Is there something you need?



Harmony

Help your hamstet trivinds stay therefore and fill your love meter!



Spat

m here to start squabbles prote. It not stop 'tall m done!



THE STATUS SCREEN



Your Progress Report

On the game screen, press SELECT of the LiButton to line state, screen From here you lisee the number of Ham-Chat words you've learned the items you've collected and many other things





Love Meter

The more ove you raking the mote energy is stored invide the invermeter



Sunflower Seeds

Sum ower seeds are found hearly eyer, where in your adventure. They ran be used for a sort of things Jot Ke TOPPY



Rocks

Rose greifrung nichter with a tark) of each , t , no here and show i to from the harat Moreous tire intridem when et. ruptup them see [1 . 8



Acorns

Acorns are hidden in trees and found on the stoung Tark 3 trees. mathitated them Someone det might want to trade groths for C'Ut Other Geed.

Use the + Control Pad to move the cursor and the A Button to confirm choices.





THE STATE OF THE S



End Game

vou'll be asked to confirm



Item Hunter



On the tem screen ivoucan examine any item, vouget during the game folican find most tems on the ground but sometimes hamsters will give you tems when you talk to them.



of them to a descriptions, Press to 4 Button to scroll the ter Press the B Button to







GEM HUNTING



A Gem Collector's Must

"wo ham ters eaget y wait at the Pubrup Room in the Cubrillise Itohelp you boish your rocks. Some tacks take innger than other to boish at dithe level of your love meter determines now long vous an polichia. rock. Who knows what treasures your rocks may contain?



Rubrub Room Look! It's a glass bead!



DRESSING UP



Shopping at HM Boutique



To mate an EMB at que lock for a larket next to a noie use digdig to enter the shop. The prout the scarry alivings of continuand item. I combine these items to make outrits in Dress Up ar it have incompility taken to temernber it PM Bout ques accept sunflower seeds as money so bring a bunch!

Shopper's Guide

Item Name

Item Picture

Chine ruth with the electric factorid preside A buttor to ontine your selection frest choose the Local you prefer and pro-lithe Albutturillada no like it hep Rito continu your purchases.



·· Your Outfits Your Sunflower Seeds

> be listed as "Sold Out "



Dress Up is Dandy

Enter End Coperand the state of the origin, and the insuring Room on the Prior of the Fig. 19. We have possible the entering plant of the Fig. 19. The choose either legarate on End. What one supplies a participate of the Fig. 19. The period of the fig. 19. The period of the choose either legarate of the original of the A Egypton to control your only how prescent of the participate of the A Egypton to control your only how prescent of the participate of the A Egypton to control your only in the A Egypton to control your o

+ Control Pagith through at the term of white you want to welst







Say "Cheese"

Now that you have out to the total protection of the Alegron Now present and right on the

+ Control Pagital Indoore Photo and contirm with the A Button Take Photo-



--- End Dress Up

Remove Outfit Toss Items

There are different settings to choose from for your prictors, magine the possibilities!





You will be asked if you want to save your photo it you welet tep Pila confirmation inteen will appear







- * go to the property west the part again west 5
- HOLE A TO BE 15
- *[putation to get to ret to the gardy.



CREATING A HAM-IAM



Get Your Groove On

Once you begin you can get to the Dance Hall from the fit elscreen or from the Cubhouse Make dances using your learn Chat animations, enter competitions. and even trade dunces with friends!



Menu Screen





Choose a Song Farm on tairead, his adance teated forwar, fres the Atjust of gradient tep fits ast not Create a Dance Make a dance to a co.; To at to the (see next page).

View Water the barr fam a comade Trade Transfer with court to his own por 14" End Ham-lam - Net util to the fails - creened to the Can e-

Ham-Jam Delight

You I start with other sund but all you explore viu get more

- Ed * the Ham lam
- 1 You can add or remove a fram (nat anywhere you see a truit Move the russ of the tot the tot type want to edit and 🔞 ntaktna 1 Bytton (h. ok. 144 r. ▶) to meve t the end or beating to it the sort a



- Now move the cursar to the frame nat you want to use and press the A Button to disert it
- O Drug you're gone press the BiButton Cropose 🕨 with the Albutton to watch your Hamiliam (If you press the A Button again it will thip
 - ** , by the a END in that bifted the men to en-
- 3 Record and dance by choosing and pressing the Albutton Savilles' when asked to save Finally mickeld save on Do the same for id when you have chosen and too
- And the second of the second
- He part to a second that the terms of



Let's Trade



With the Game Boy Advance Game Link® cable, you can exchange dances with your friends. First, choose "Trade" from the Menu Screen.



Send Ham-Jam......Send a Ham-Jam to a friend Get Ham-Jam......Get a Ham-Jam from a friend Back to the Menu....Return to the menu screen

When you are getting a dance from a friend, a diamond will appear where the number is. If it's for a song you didn't already have, the name of the song will be written in green.



- If something goes wrong, you will see the screen on the right. Choose whether to try again or to quit with the A Button.
- · You can delete an old dance and replace it with a new one.





Linking up



To trade Ham-lams, you'll need the following:

- · Game Boy Advance systems 2
- · Hamtaro: Ham-Ham Heartbreak Game Paks 2
- · Game Boy Advance Game Link cables 1

Steps for connecting your Game Boy Advance systems

1. Start with both systems turned OFF. Insert a Hamtaro: Ham-Ham Heartbreak Game Pak into each Game Boy Advance.

- 2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each Game Boy Advance.
- 3. Turn each system ON.
- 4. Now, follow the trading instructions on page 34.
- · You can save up to four dances for each song.



Troubleshooting

You might experience difficulties or malfunctions in any of the following situations:

- ·If you are using cables other than Game Boy Advance Game Link cables.
- ·If a Game Link cable is not fully inserted.
- *If a Game Link cable is removed during the data transfer.
- *If a Game Link cable is incorrectly inserted.
- *If two or more Game Boy Advance systems are linked.



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